

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (Currently amended): A game device comprising:

secondary ~~play-candidate~~-data storage means for storing secondary ~~play-candidate~~-data containing one or more game data used in playing a game and a name for the game data;

primary ~~play-candidate~~-data name selection means for user selection of one or more game data names from the secondary ~~play-candidate~~-data as one or more primary ~~play-candidate~~-game data names;

primary ~~play-candidate~~-data storage means for storing at least one primary ~~play-candidate~~-data file including primary ~~play-candidate~~-data name information for displaying said one or more selected primary ~~play-candidate~~-game data names and user-designated priority and non-priority primary ~~play-candidate~~-game data corresponding to said primary ~~play-candidate~~-game data names;

means for storing one or more game data corresponding to said one or more primary game data names, as primary game data, in a priority region or a non-priority region of the at least one primary data file based on user selection, and storing said one or more primary game data names in a primary data name information region of the at least one primary data file;

primary data collective reading means for collectively reading out the priority region and the primary data name information region of the primary data file, and storing the priority region and the primary data name information region of the primary data file in main memory;

primary ~~play candidate~~ data name display means for displaying said one or more selected primary ~~play candidate game~~ data names ~~based on~~ stored in the primary play candidate data name information region of the primary data file stored in the main memory;

~~play~~ target data name selection means for selecting one or more game data names from the displayed primary ~~play candidate game~~ data names as one or more ~~play~~ target data names;

~~play~~ target data acquisition means for acquiring game data relating to said one or more selected ~~play~~ target data names as ~~play~~ target data from the priority region of the primary data file stored in the main memory if game data relating to said one or more selected target data names is stored in the priority region of the primary data file, and acquiring game data relating to said one or more selected target data names as target data from the non-priority region of the primary data file stored in the primary data storage means if game data relating to said one or more selected target data names is stored in the non-priority region of the primary data file; and

game control means for controlling a game based on game data acquired by the ~~play~~ target data acquisition means.

2. Canceled.

3. (Currently amended): The game device of ~~claim 2~~ claim 1, further comprising

secondary ~~play candidate~~ data deletion means for deleting game data corresponding to primary ~~play candidate game~~ data stored in the primary ~~play candidate~~ data storage means and the game data name from the secondary ~~play candidate~~ data storage means.

4-5. **Canceled.**

6. (Currently amended): A computer readable information storage media storing a program, said program containing instructions for causing a computer to function as:

secondary ~~play-candidate~~-data storage means for storing secondary ~~play-candidate~~-data containing one or more game data used in playing a game and a name for the game data;

primary ~~play-candidate~~-data name selection means for user selection of one or more game data names from the secondary ~~play-candidate~~-data as one or more primary game ~~play-candidate~~ data names;

primary ~~play-candidate~~-data storage means for storing at least one primary ~~play-candidate~~ data file including primary ~~play-candidate~~ data name information for displaying said one or more selected primary game ~~play-candidate~~-data names and user-designated priority and non-priority primary ~~play-candidate~~-game data corresponding to said primary ~~play-candidate~~game data names;

means for storing one or more game data corresponding to said one or more primary game data names, as primary game data, in a priority region or a non-priority region of the at least one primary data file based on user selection, and storing said one or more primary game data names in a primary data name information region of the at least one primary data file;

primary data collective reading means for collectively reading out the priority region and the primary data name information region of the primary data file, and storing the priority region and the primary data name information region of the primary data file in main memory;

primary ~~play-candidate~~ data name display means for displaying said one or more selected primary ~~play-candidate~~game data names ~~based on~~ stored in the primary play-candidate data name information region of the primary data file stored in the main memory;

~~play-target~~ data name selection means for selecting one or more game data names from the displayed primary game ~~play-candidate~~ data names as one or more ~~play-target~~ data names;

~~play-target~~ data acquisition means for acquiring game data relating to said one or more selected ~~play-target~~ data names as ~~play-target data~~ from the priority region of the primary data file stored in the main memory if game data relating to said one or more selected target data names is stored in the priority region of the primary data file, and acquiring game data relating to said one or more selected target data names as target data from the non-priority region of the primary data file stored in the primary data storage means if game data relating to said one or more selected target data names is stored in the non-priority region of the primary data file; and

game control means for controlling a game based on game data acquired by the ~~play~~ target data acquisition means.

7. (Currently amended): A control method for a game device comprising:

a secondary ~~play-candidate~~ data storage step of storing secondary ~~play-candidate~~ data containing one or more game data used in playing a game and a name for the game data in a non-volatile storage device;

a primary ~~play-candidate~~ data name selection step of accepting user selection of one or more game data names from the secondary ~~play-candidate~~ data as one or more primary ~~play~~ candidategame data names;

a primary ~~play-candidate~~-data storage step of storing at least one primary ~~play-candidate~~ data file including primary ~~play-candidate~~ data name information for displaying said one or more selected primary ~~play-candidate~~game data names and user-designated priority and non-priority primary ~~play-candidate~~-game data corresponding to said primary ~~play-candidate~~game data names in the non-volatile storage device;

a step of storing one or more game data corresponding to said one or more primary game data names, as primary game data, in a priority region or a non-priority region of the at least one primary data file based on user selection, and storing said one or more primary game data names in a primary data name information region of the at least one primary data file;

a primary data collective reading step for collectively reading out the priority region and the primary data name information region of the primary data file, and storing the priority region and the primary data name information region of the primary data file in main memory;

a primary ~~play-candidate~~-data name display step for displaying said one or more selected primary ~~play-candidate~~game data names ~~based on~~ stored in the primary ~~play-candidate~~-data name information region of the primary data file stored in the main memory;

a ~~play~~-target data name selection step for accepting selection of one or more game data names from the displayed primary ~~play-candidate~~game data names as one or more ~~play~~-target data names;

a ~~play~~-target data acquisition step for acquiring game data relating to said one or more selected ~~play~~-target data names as ~~play~~-target data from the priority region of the primary data file stored in the main memory if game data relating to said one or more selected target data names is stored in the priority region of the primary data file, and acquiring game data relating to

said one or more selected target data names as target data from the non-priority region of the primary data file stored in the non-volatile storage device if game data relating to said one or more selected target data names is stored in the non-priority region of the primary data file; and

a game control step for controlling a game based on game data acquired in the ~~play-target~~ data acquisition step.

8. (Currently amended): A game distribution method for distributing a program collectively or divided into parts comprising a program embodied in a computer readable medium, said program containing instructions for causing a computer to function as:

secondary ~~play-candidate~~-data storage means for storing secondary ~~play-candidate~~-data containing one or more game data used in playing a game and a name for the game data;

primary ~~play-candidate~~-data name selection means for user selection of one or more game data names from the secondary ~~play-candidate~~-data as one or more primary ~~play-candidate~~game data names;

primary ~~play-candidate~~-data storage means for storing at least one primary ~~play-candidate~~ data file including primary ~~play-candidate~~ data name information for displaying said one or more selected primary ~~play-candidate~~game data names and user-designated priority and non-priority primary ~~play-candidate~~-game data corresponding to said primary ~~play-candidate~~game data names;

means for storing one or more game data corresponding to said one or more primary game data names, as primary game data, in a priority region or a non-priority region of the at

least one primary data file based on user selection, and storing said one or more primary game data names in a primary data name information region of the at least one primary data file;

primary data collective reading means for collectively reading out the priority region and the primary data name information region of the primary data file, and storing the priority region and the primary data name information region of the primary data file in main memory;

primary play-candidate data name display means for displaying said one or more selected primary play-candidategame data names-based-on- stored in the primary play-candidate-data name information region of the primary data file stored in the main memory;

play-target data name selection means for selecting one or more game data names from the displayed primary play-candidategame data names as one or more play-target data names;

play-target data acquisition means for acquiring game data relating to said one or more selected play-target data names as play-target data from the priority region of the primary data file stored in the main memory if game data relating to said one or more selected target data names is stored in the priority region of the primary data file, and acquiring game data relating to said one or more selected target data names as target data from the non-priority region of the primary data file stored in the primary data storage means if game data relating to said one or more selected target data names is stored in the non-priority region of the primary data file; and

game control means for controlling a game based on game data acquired by the play target data acquisition means.

9. (Currently amended): A game distribution device for distributing a program collectively or divided into parts, said program having a computer to function as:

secondary ~~play-candidate~~-data storage means for storing secondary ~~play-candidate~~-data containing one or more game data used in playing a game and a name for the game data;

primary ~~play-candidate~~-data name selection means for user selection of one or more game data names from the secondary ~~play-candidate~~-data as one or more primary ~~play-candidate~~game data names;

primary ~~play-candidate~~-data storage means for storing at least one primary ~~play-candidate~~ data file including primary ~~play-candidate~~ data name information for displaying said one or more selected primary ~~play-candidate~~game data names and user-designated priority and non-priority primary ~~play-candidate~~-game data corresponding to said primary ~~play-candidate~~game data names;

means for storing one or more game data corresponding to said one or more primary game data names, as primary game data, in a priority region or a non-priority region of the at least one primary data file based on user selection, and storing said one or more primary game data names in a primary data name information region of the at least one primary data file;

primary data collective reading means for collectively reading out the priority region and the primary data name information region of the primary data file, and storing the priority region and the primary data name information region of the primary data file in main memory;

primary ~~play-candidate~~-data name display means for displaying said one or more selected primary ~~play-candidate~~game data names ~~based on~~ stored in the primary ~~play-candidate~~-data name information region of the primary data file stored in the main memory;

~~play~~-target data name selection means for selecting one or more game data names from the displayed primary ~~play-candidate~~game data names as one or more ~~play~~-target data names;

~~play~~-target data acquisition means for acquiring game data relating to said one or more selected ~~play~~-target data names as ~~play~~-target data from the priority region of the primary data file stored in the main memory if game data relating to said one or more selected target data names is stored in the priority region of the primary data file, and acquiring game data relating to said one or more selected target data names as target data from the non-priority region of the primary data file stored in the primary data storage means if game data relating to said one or more selected target data names is stored in the non-priority region of the primary data file; and

game control means for controlling a game based on game data acquired by the ~~play~~-target data acquisition means.

10. (Currently amended): A game device comprising:

~~memory~~ a non-volatile storage device for storing at least one primary ~~play-candidate~~-data file and secondary ~~play-candidate~~-data;

a microprocessor for selecting, based on user input, one or more game data names from the secondary ~~play-candidate~~-data stored in non-volatile storage device ~~memory~~ as one or more primary ~~play-candidate~~game -data names, storing one or more game data corresponding to said one or more primary game data names, as primary game data, in a priority region or a non-priority region of the at least one primary data file based on user selection, storing said one or more primary game data names in a primary data name information region of the at least one primary data file, selecting one or more game data names from primary ~~play-candidate~~game data

names as one or more ~~play-target~~ data names, collectively reading out the priority region and the primary data name information region of the primary data file, storing the priority region and the primary data name information region of the primary data file in main memory, and acquiring user-designated priority and non-priority primary play-candidate game data corresponding to said primary play-candidate data names as game data relating to said one or more selected play-target data names as play-target data from the priority region of the primary data file stored in the main memory if game data relating to said one or more selected target data names is stored in the priority region of the primary data file, and acquiring game data related to said one or more selected target data names as target data from the non-priority region of the primary data file stored in the non-volatile storage device if game data relating to said one or more selected target data names is stored in the non-priority region of the primary data file;

a video display for displaying said one or more selected primary ~~play-candidate~~game data names stored in the primary data name information region of the primary data file stored in the main memory; and

a game controller for controlling a game based on the acquired ~~play-target~~ data.

11. (Currently amended): The game device according to claim 10, wherein the at least one primary ~~play-candidate~~ data file comprises primary ~~play-candidate~~ data name information for displaying said one or more primary ~~play-candidate~~game data names selected by the microprocessor and user-designated priority and non-priority primary ~~play-candidate~~ game data corresponding to said primary ~~play-candidate~~game data names.

12. (Currently amended): The game device according to claim 10, wherein the secondary ~~play-candidate~~ data comprises one or more game data used in playing a game and a name for the game data.

13. (Currently amended): A game system comprising:
a microprocessor which controls the game system based on game programs and user selected ~~play~~-target data;
a media player which reads the game programs from readable media in accordance with instructions from the microprocessor;
main memory which stores the game programs read from the media player;
secondary memory which stores user-designated priority and non-priority primary ~~play candidate~~-game data comprising primary ~~play-candidate~~game data names and secondary ~~play candidate~~-data comprising secondary ~~play-candidate~~game data names; and
a game controller which provides a user interface for selecting a ~~play~~-target data name from the prioritized primary ~~play-candidate~~game data names,
wherein the priority and non-priority primary game data is stored in the secondary memory in a priority region or a non-priority region, respectively, of at least one primary data file based on user prioritization,
wherein the priority region and the primary data name information region of the primary data file are read out and stored in the main memory, and
wherein ~~play~~-target data related to the ~~play~~-target data name is acquired from the priority region of the primary data file stored in the main memory if target data relating to the target data

name is stored in the priority region of the primary data file, and target data related to the target data name is acquired from the non-priority region of the primary data file stored in the secondary memory if game data relating to the target data name is stored in the non-priority region of the primary data file, and the game program is controlled based on the acquired play target data.

14. (Previously presented): The game system according to claim 13 further comprising a graphics processing unit which draws a game screen image based on receive data from the microprocessor.

15. (Previously presented): The game system according to claim 14 further comprising a video display unit which displays the game screen images created by the graphics processing unit.